Amendments to the Specification

Please replace the abstract with the following rewritten abstract:

--A computer graphics processor having a renderer for rendering N views
of 3D scenes is provided. The ~~Said~~ renderer comprising a rasterizer ~~SSR~~ for
transversing a surface grid over a surface of primitives of the ~~said~~ 3D scenes for
all N views. Furthermore, the ~~said~~ renderer comprises a shader ~~means PPS~~ for
determining a color of the output of the rasteriser ~~SS~~ and forwarding a shaded
color sample along with its screen coordinates, and N screen space resamplers
~~SSR~~ each for resampling the shaded color sample determined by the ~~said~~ shader
~~means PPS~~ according to one of the N views. This is much more efficient, because
the surface traversal, texture fetching and shading computations are only
performed once for the N different views. The resulting shaded colors are reused
for all views. Additionally, the ability to traverse any grid over the surface of the
primitive provides more rendering freedom.--